

Re: Intesting photo on Norleif's site -- I this our Marlo?

Source: <http://newsgroups.derkeiler.com/Archive/Rec/rec.pyrotechnics/2008-01/msg00135.html>

- *From:* james_kaiser@xxxxxxxxxxxxx
 - *Date:* Fri, 4 Jan 2008 21:16:43 -0800 (PST)
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On Jan 4, 10:27 pm, Auriga <brada...@xxxxxxx> wrote:

I will try and simplify it. Say you want to run 16 vertical strands of twine. Stack two or more disks on top of each other, you may as well mark a bunch. Your pattern disk should be divided into 16 equal sectors. Take a square and mark down the sides of your stack of disks, so each of them has a reference mark for the 16 sectors. When you place them on the top and bottom of the shell your marks should be in line with each other, perpendicular to the end disk.

For simplicities sake let's assume we are working with a clock dial. Tie off on the fuse and lay the twine on 12:00 take it to the bottom of the shell, perpendicularly. Rotate the shell so you are looking at the bottom. Now instead of going to 6:00 on the opposite side of the bottom, skip one and go to 8:00, then take it up perpendicular to the top disk. Now at the top you will skip to 2:00. Keep skipping one sector on the top and the bottom, when you finally work your way around the shell, just fill in the empty spaces. Spike horizontally as normal.

When you are done the top and bottom will have a nice interwoven design with an empty space in the center.

Hope that helps.

Mike B.

On Jan 4, 9:09 pm, robg...@xxxxxxxxxxxxx wrote:

Offset spiking is actually no harder to do and it makes a much nicer looking shell, not to mention eliminating that nasty pile of twine on the bottom of your casing. It becomes even more important when constructing multi-breaks. As was suggested if you stack a

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pile of end
discs and mark them with a square, spiking then becomes
intuitive.

Mike B.

Could somebody here please supply a description of offset spiking?– Hide
quoted text –

– Show quoted text –

OK, you got the 12 sectors, what about the remaining 4?
Never mind I played it out in my head to be funny, and gave myself a
headache.
If doing three break w/bottom shot, is that 2 effect cans and a thump,
total 3 cans, or 3 effect cans and a thump, total 4 cans?
Dan
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